Amendments to the Claims

- At the time of the action: Claims 1, 4, 7-15, 17-20, 23-26, 29-38, 40, and 41.

- Amended Claims: Claims 1, 12, 20, and 26.

- After this response: Claims 1, 4, 7-9, 11-15, 17, 19-20, 23-26, 29-38, 40, and 41.

The following listing of claims replaces all prior versions and listings of claims in the application.

1.   (Currently Amended)   A computer-implemented method comprising computer-executable instructions, the method comprising:

examining a plurality of nodes within a media timeline, wherein:

the media timeline is for exposure over an application programming interface (API);

one or more nodes reference respective media;

dividing the media timeline into one or more presentations, wherein each presentation describes a rendering of the media for a particular interval of time, and wherein each presentation describes a collection of software components that, when executed, provides the described rendering of the media for the particular interval of time, wherein the collection of software components include a transform and comprise at least one of a timeline source configured to support a dynamic change to the media timeline, a first media source, a media session, a media engine, a source resolver, or a media sink;

configuring at least one node for communication of events to another node such that a change may be made to the media timeline while the media timeline is rendered, wherein the rendered media timeline is presented on an output device;

loading each software component described by a first collection;

executing each software component described by the first collection; and

loading each software component described by a second collection, wherein each software component that is described by the second collection is loaded during the executing of the first collection such that the first collection is available to be rendered on the output device while a second media source is loaded.

2.   (Canceled).

3.   (Canceled).

4.   (Previously Presented) A method as described in claim 1, wherein:

each presentation describes a respective partial topology of software components; and

the respective partial topology is for resolving into a full topology that references each software component utilized to render a respective presentation.

5.   (Canceled).

6.   (Canceled).

7.   (Original) A method as described in claim 1, further comprising receiving a request from the application over the API to render the media timeline.

8.   (Previously Presented) A method as described in claim 1, wherein at least one node is configured to reference an effect to be applied to an output of the media referenced by the node.

9.   (Previously Presented) A method as described in claim 1, wherein at least one node is specified as read-only.

10.   (Canceled).

11.   (Previously Presented)   One or more computer readable storage media comprising computer executable instruction that, when executed on a computer, direct the computer to perform the method of claim 1.

12.   (Currently Amended)   A computer-implemented method comprising computer-executable instructions, the method comprising:

receiving a call from an application over an API for rendering a media timeline, wherein:

the media timeline includes a plurality of nodes, wherein the plurality of nodes comprises at least a parent node and a child node;

two or more nodes reference respective media;

the media timeline defines one or more presentations including media;

rendering the media timeline to output each presentation to an output device, wherein the rendering further comprises dividing the media timeline into the one or more presentations such that each presentation describes a collection of software components utilized to render media for a particular interval of time, wherein the collection of software components include a transform and comprise at least one of a timeline source

configured to support a dynamic change to the media timeline, a media source, a media session, a media engine, a source resolver, and a media sink;

configuring at least one node for communication of events to another node such that a change may be made to the media timeline while the media timeline is rendered by performing at least one of the following:

changing to a property of the at least one node;

adding one or more additional nodes as a child to the at least one node;

removing one or more nodes that are children of the at least one node;

adding an effect to the at least one node; and

removing an effect from the at least one node;

loading each software component described by a first collection;

executing each software component described by the first collection; and

loading each software component described by a second collection.

13.   (Previously Presented) A method as described in claim 12, wherein the rendering further comprises:

examining the media timeline.

14.   (Previously Presented) A method as described in claim 12, wherein:

Each collection does not change for the particular interval of time described by a respective presentation.

15.   (Previously Presented) A method as described in claim 12, wherein:

each presentation describes a respective partial topology of software components; and

the respective partial topology is for resolving into a full topology that references each software component utilized to provide a respective presentation.

16.   (Canceled).

17.   (Previously Presented) A method as described in claim 12, wherein at least one node is configured to reference an effect to be applied to an output of the media referenced by the node.

18.   (Canceled).

19.   (Previously Presented) One or more computer readable storage media comprising computer executable instruction that, when executed on a computer, configure the computer to perform the method of claim 12.

20.   (Currently Amended) One or more computer-readable storage media comprising computer executable instructions that, when executed on a computer, direct the computer to divide a media timeline into one or more presentations, wherein:

the media timeline is for exposure via an API to one or more applications;

the media timeline includes a plurality of nodes, wherein the plurality of nodes comprises at least one of a parent node and a child node;

at least two nodes reference respective media;

each presentation describes rendering of respective media to an output device for a particular interval of time, wherein each presentation describes a collection of software components that, when executed, provide the described rendering of media for the particular interval of time, and wherein the collection of software components include a transform and comprise at least one of a timeline source <u>configured to support a dynamic change to the media timeline</u>, a media source, a media session, a media engine, a source resolver, and a media sink; and

the one or more computer-readable media further comprises computer executable instructions that, when executed on the computer, direct the computer to:

load each software component described by a first collection;

execute each software component described by the first collection; and

load each software component described by a second collection.

21. (Canceled).

22. (Canceled).

23. (Previously Presented) The one or more computer-readable storage media as described in claim 20, wherein:

each presentation describes a respective partial topology of software components; and

the respective partial topology is for resolving into a full topology that references each software component utilized to provide a respective said presentation.

24. (Previously Presented) The one or more computer-readable storage media as described in claim 20, wherein at least one node is configured to reference an effect to be applied to an output of media referenced by the node.

25. (Previously Presented) The one or more computer-readable storage media as described in claim 20, wherein at least one node is configured for communication of events to another node such that a change may be made to the media timeline while the media timeline is rendered.

26. (Currently Amended) A system comprising:

a memory;

a processor coupled to the memory;

a plurality of media;

a plurality of applications; and

an infrastructure layer that:

provides an API for the plurality of applications which exposes a media timeline that describes one or more presentations of the plurality of media; and

manages rendering of the one or more presentations, wherein each presentation describes rendering of media to an output device for a particular interval of time, and wherein each presentation describes a collection of software components configured for dynamic loading such that the collection of software components provide the described rendering of the media for the particular interval of time, wherein the collection of software components include a transform and comprise at least one of a timeline source <u>configured to support a dynamic change to the media timeline</u>, a media source, a media session, a media engine, a source resolver, and a media sink, wherein the collection of software components are loaded only when needed.

27.   (Canceled).

28.   (Canceled).

29.   (Previously Presented) A system as described in claim 26, wherein the collection of software components does not change for the particular interval of time described.

30.   (Previously Presented) A system as described in claim 26, wherein each presentation:

describes a respective partial topology that reference one or more software components that, when executed, provide the described rendering; and

the respective partial topology is for resolving into a full topology that references each software component that provide the rendering.

31.   (Previously Presented) A system as described in claim 26, wherein:

the media timeline includes a plurality of nodes;

at least two nodes reference respective media; and

at least one said node is configured to reference an effect to be applied to an output of media referenced by the node.

32.   (Previously Presented) A system as described in claim 26, wherein

the media timeline includes a plurality of nodes;

at least two nodes reference respective media; and

at least one node is configured for communication of events to another node such that a change may be made to the media timeline while the media timeline is rendered.

33.   (Previously Presented)   A timeline source comprising computer instructions that, when executed by a computer, provide:

means for dividing a media timeline into one or more presentations each describing a rendering of one or more media during a particular interval of time, wherein the media timeline exposes a plurality of nodes to a plurality of applications, wherein one or more nodes reference respective said media, and wherein the media timeline is configured for dynamic loading such that metadata included in at least one node specifies

a collection of nodes to be loaded when the media timeline is rendered, wherein the rendered media timeline is presented on an output device;

means for determining a topology for each presentation, wherein the topology references a collection of software components that, when executed, provides the rendering; and

media processor means for executing the topology for each presentation that is described by the media timeline.

34.   (Previously Presented)   The timeline source as described in claim 33, wherein each collection does not change for the particular interval of time described by a respective presentation.

35.   (Previously Presented)   The timeline source as described in claim 33, wherein the topology is a partial topology is for resolving into a full topology that references each software component utilized to provide a respective presentation.

36.   (Previously Presented)   The timeline source as described in claim 33, wherein at least one node is configured to reference an effect to be applied to an output of media referenced by the node.

37.   (Previously Presented)   The timeline source as described in claim 33, wherein at least one node is configured for communication of events to another node such

that a change may be made to a property of the at least one node while the media timeline is rendered.

38. (Previously Presented) The timeline source as described in claim 33, wherein the media timeline is configured for dynamic creation such that at least one node is created while the media timeline is rendered.

39. (Canceled).

40. (Previously Presented) The timeline source as described in claim 33, wherein at least one node is specified as read-only.

41. (Previously Presented) The timeline source as described in claim 33, further comprising means for translating a time specified by one node for rendering the one node with respect to a time specified by another node.